



## MODERN MEDIA VENTURES PRESENTS

# "GUS GOES TO THE MEGARIEIC MUSEUM"

Welcome to "Gus Goes to the Megarific Museum," the fifth in the sense of learning adventures from Modern Media Pertures. This self-guidade, interactive, learning experience will build multiple skills and provide hours of engaging fun as Gus and your children search for the clusive Cyberbudes. Rant. Nave. Rom and Rac.

# START UP - MACHINE REQUIREMENTS AND

 To run properly, for both Mac and MPC versions, video mode must be set to 640X480 by 256

#### MAC Version CD-ROM

LCIII or faster including Performs, Quadra, and PowerMac Series, 256 colors, 13" monitor, 8MB RAM, System 7 O or later, CD-ROM drive.

Insert the Museum CD-ROM disk. Double-click on the Gus Head ton. A window will open and depiral a Gust Head and other icons. For oppiral performance, use the versions of QuickTime and Sound Manager provided in the folder. Double-click on the Gus Head ton to begin playing in the Museum.

## MPC Version CD-ROM

386/25mHz or faster, 13" monitor VGA color monitor (or larger) and graphics cand running at 256 colors, 8 MB RAM, Windows 3.1, SoundBlaster or a compatible sound card, mouse, CD-ROM drive. Insert the Museum CD-ROM dask From within Mindows Program Manager, select File, Kun and their following the lateled Command, type sylmotal axes ("X" equals the lateled Command, type sylmotal axes ("X" equals the lateler of year CD-ROM drive). The Museum Installer audio Quarktime for Windows, creates a Gue Head soon and optionally reboots your machine to Deep prolings, double clock on the Gue Head soon, which is located in the Gue Games proceam arous.

#### Windows 95 Version CD-ROM

Insert the Musem CD-ROM disk. If the introduction screen doesn't appear, follow these stans:

Click the Start Button on the Taskian Select Bestinga, the Control Pland in the Control Pland, double-click on the Add/Remove Programs con. Ce the upper portion of the Install Districtural Task about the Install District, When prempted to insert about the Install District, When prempted to insert pages on the Install District, When prempted to insert leafer to grow CD-ROM airley After software is installed, click Serve District on the Installed and access the Start French Select Programs, then making the Installed Conference Theory Installed access the Start French Select Programs, then the Installed Conference Tennis Police Trans. The Tennis Tennis Police Trans.



## Program Overview:

The underlying purpose of the program is to encourage children to explore, participate in learning activities, and promote intellectual curronity, in this title, we believe that children will be activities, and activities and are appreciation of the arts. We also believe this title will encourage take to excress titlene wonderful creative ideas that lie within each of them.

You can set the level of difficulty for The Find the CyberDud Game at the start of the program. The OlyberDud Game at the start of the program. The OlyberDud is near to find the Aviga. To see which CyberDud in catch of the 4 wings. To see which Dud Moter located under the hip button in seath wing. Each time soul slowcer at CyberDud, they will become colorized in the Dud Moter. When the article bud Moter exceeds colorized. The Moter Very Commany you lake not and all the CyberDud. The CyberDud C



To Plays

"Ous Goes to the Museum" fracture 9 environmente. Four environments are affectly accessible from the Lobby by closing on the alliferent selan above the entrance or the entrance way isself. These includes the Prehistoric Wing, the Ancient Egyptian Wing, set Greak and Koman Wing and These includes the Prehistoric Wing, the Ancient Egyptian Wing, set Greak and Koman Wing and Can You Goes It St Game, can be accessed by closing on the Fluidance of the discourse in the Displays Problem of the discourse in the Displays Problem on the self-and Disposary March Disposary March Displays, Indide the Ancient Egyptian Wing, by can play the Cybertofyphice Came by closing on the Greak play, Indide the Ancient Egyptian Wing, by can play the Cybertofyphice Came by closing on the Group Sprink in the Egyptian Wing, by can play the Cybertofyphice Came by closing on the Group Sprink in the Egyptian Wing to State Charles and the To-Tac Grant Wing.



directions for each screen activity and alvee information about the Bud spottings.

RUD METER Accessed by clicking

on the help button. Allows you to keep track of how many

Bud Spottings you've made within each environment and how many more you need to find to complete the same. From here you

BUTTON Located in every screen. Allows you to

return to the prior screen. If you are in the main screen, it will allow you to exit the program.

can hyperlink to any environment.

## ABOUT THE ENVIRONMENTS:

#### Prohistoric Wina Things to do:

## Find each CyberBud - Uncover the hidden CyberBude and hear interesting fun facts.

- Animated Hotspots Explore the Prehistoric Wing as things come to Life.
- Match a Dinosaur Identify different dinosaurs as you match them in their environments.
- . The Can You Spot it? Game- Learn about the world as it might have been when the dinosaura used to rosm, while developing observation skills.
- · Dinosaur Puzzles Complete a Tyrannasaurus Rex puzzle, while developing problem solving and neccentual skills.
- Prehistoric Klosk See and hear facts about different dinosaurs and fossils.

Can You Match a Dinosaur? - access by clicking on the Fish Fossil in the display rack. Look at the dinosaur that comes onto the screen. Now try to find the same

dinosaur that is down at the bottom in the Dino Bar. When you find the same one, just drag and plop it onto the other one above. When you have made a correct match, watch the dinosaur come to life. If you have made an incorrect match, the dinosaur will snap itself back into the Dino Bar. If you'd like to match a new picture, click on the New button.

Can You Spot It? - access by clicking on the Dinosaur Shadows in the Dinosaur Mural. There are 3 dinosaura hidden in each black and white acene. To play, look at the dinosaurs below. (There are a total of 9 dinosaurs you can choose from but only

3 will appear at once on the Dino Bar. Click on the More button to see all of them). Now carefully look at the black and white picture and see if you can spot any of them. When you have, just drag and plop the dinosaur from below onto the matching one above. When you make a correct match, that dinosaur will get colorized. When you have found all 3 in the picture, watch the entire picture come to life. If you have made an incorrect match, the dinopaur will enap itself back into the Dino Bar, If you'd like to Spot a new picture, click on the New button.



Dinosaur Puzzles - access by clicking on the Stone Floor in the Cave Diorama area. Just drsg the puzzle pieces into the screen until you have put the puzzle together. When a piece has been placed correctly, it will enap into place. If you'd like to put together a new puzzle, click on the New button.

\*Hint - click on the smaller picture on the top if you need help putting the puzzle together.



Prehistoric Klosk - access by clicking on the Klosk in the Prehistoric Wina, Welcome to the prehistoric Klosk where you will see and hear facts about dinosaurs and fossils. To use the Klosk, just click on the Start button and a picture of a dinosaur. or fossil will appear in the screen. To hear more information about any picture, click on the More button. To move to the next ploture click on the Arrow that points to the Right. To go back to the previous picture, click on the Arrow that points to the Left.

Ancient Egyptian Wing

## Things to do:

- · Find each CyberBud Uncover the hidden CyberBude and hear interesting fun facts.
- Animated Hotelogte Explore The Ancient Egyptian Wina se things come to Life. . Tic-Tac-Tut - Play the all-time favorite game of Tic-Tac-Toe.
- . The CyberGlyphics Game Mix and Match pictures and words as you play with Gue's very own ancient written language.
- Ancient Eavetian Kjock See and hear facts about different Ancient Eavetian historical objects.

To fac-fut - access by clicking on the Tio-Tao-Toe picture on the Egyptian Mural.
Play Tio-Tao-Toe with King TuxGus and his friends, Just choose an opponent by clicking on them. Now click on King TuxGus and area and plop his head into a space. Once you plop King TuxGus's head, your opponent will automatically take a turn. The first player to get three



The CyberGiyphics Game - access by clicking on the Gue Sphinx head in the Egyptian Mural. You can mix and match pictures and words using Gue's CyberGiyphica, Click on the level changer at the top of the screen to move among 3 levels.

Level 1 - Match the CyberGlyphs. Lock at the pictures in the big window. Now try and find the earm pictures below and uring and logo them into the matching one above. Each time you make a correct match, the wors will highlight and the picture will animate. When you have matched all the pictures, the enterione will be mad best to you. If you want to match a new sentence, click on the New Bentence will be mad best to you. If you want to match a new sentence, click on the New Bentence button. To hear any of the names for the pictures below, double click on them. To hear any ond again, click or that word.

heads in a row, wins. To choose a new opponent, click on the New Opponent button.

Level 2 - Match the CyberGlyphs to the words. Read the sentence that appears underneath the big window in the middle of the screen. Now look at the pictures below and try to find one that stands for each word. When you have found one, drag and ploy it into the big window.

Level 3 - Create your own CyberClyphics. Choose from any pictures below and drag and plop it into the big window above. When you wave completed a sentence, click on the Read Bentence button and hear your CyberClyph read to you. Chor your centerch has been read, the window will clear and you can make a new one. You can also drag a picture from below and plop it onto an old one.

"Hint - The verb must always be placed in between the nouns.

Antient Expellan Klock - access by clicking on the Klock in the Ancient Expellan Wing, Michaelm Expellan Klock in the Ancient Expellan Klock where you will see beauthful artifacts to the Ancient Expellan Klock where the set is the Section of them. To use the Klock, just click on the Carlot of the Ancient will appear in the operation of them. To use the Klock of the Armor that points to the Klock on the More button. To move so the next potture, click on the Armor that points to the Klock on the Armor that points to the Klock.

#### Greek and Roman Wina Things to do:

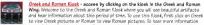
- "Find each CyberBud Uncover the hidden CyberBude and hear interesting fun facts.
- Animated Hotepote Explore The Greek and Roman Wing as things come to Life.
- The Great SpartaGus Math Activity- Develop number/object correspondence, counting. addition and subtraction skills as you count coins and numbers.
- Greek/Roman Kjosk See and hear facts about different Greek and Roman historical objects.
- The Great SpartaGue Math Activity access by clicking on the Collegum Mural in the Greek and Roman Wing. Watch the chariote do a dance se you count coine and numbers, Click on the Rabbit in the audience to move among 4 levels of difficulty,

Level 1 - Number/Object correspondence. Count the number of applets you see and then click on the correct number below. Level 2 - Addition and Subtraction of numbers from 1 -20. Add or subtract the numbers on the

stage and click on the correct number below.

Level 3 - Fill in the Missing Number. Add or subtract the numbers on the stage to find the missing number and click on the correct number below.

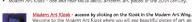
Level 4 - Combined operations. Add and subtract the numbers that appear on the stage and afick on the correct number below.



about any picture, click on the More button. To move to the next picture click on the Arrow that points to the Right. To go back to the previous picture, click on the Arrow that points to the Left.

## Modern Art Wing

- Things to do:
- Find each CyberBud Uncover the hidden CyberBuds and hear interesting fun facts.
   Animated Hotspots Explore The Modern Art Wing as things come to Life.
- Modern Art Klosk See and hear facts about different art pieces of the 20th century.



Welcome to the Modern Art Klosk where you will see beautiful pieces of art and hear facts about this period of time. To use this Risback, first click on either the impressionism button to view impressionist pictures or 20th Century Button to view impressionist pictures or 20th Century Button to view and the control of t

view 22th century poture. In elear more information about any picture, click on the More Dutton. To move to the next picture click on the Arrow that points to the Right. To go back to the previous picture, click on the Arrow that points to the Left.



### CREDITS

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Temple of Athena Nike by Kallikrate. Acropolis, Athens. • Temple of Hera II. Paestum, Italy. • Via Apple. Rome, Italy.

Photographed by Dr. Kathleen Cohen

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#### ART CREDITS:

The Hawk for Peace, by Alexander Calder, 1968, Steel Painted Black, University Art Museum, University of California at Berkeley:

Gift of the artist in memory of Kenneth Aurand Hayes.

Sand Fountain, by Joseph Cornell, undated, Mixed Media.

University Art Museum, University of California at Berkeley,

Purchased with the aid of funds from the National Endowment for the Arts.

Suckers, by Wayne Thiebaud, 1967. Color Lithograph. Special thanks to Wayne Thiebaud and Matt Thiebaud.

Still Life with Bottles, by Morris Blackburn. 1948-49. Oil on Canvas, Thanks to the Dolan/ Maxwell Gallery

Sona and Dance Man, by Salvatore Pinto, c. 1931.

Wood Engraving, Thanks to the Dolan/ Maxwell Gallery,

untitled, by Daniel Walth, 1992. Oil on Paper Thanke to the Dolan/ Maxwell Gallery

Yellow House, by Susan Geluz. 1994.

Paint and Collage. Access, No Access, by Elyse Hochstadt. 1994.

Ceramic and Mixed Media Sculpture. Fortrait: Flight, by Lisa Hoffman. 1994.

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